THE KING OF FIGHTERS 2001™

THE KING OF FIGHTERS 2000™

SNK

Fight it out!

TEEN
T
CONTENT RATED BY ESRB

SNK NEOGEO
USA CONSUMER CORPORATION

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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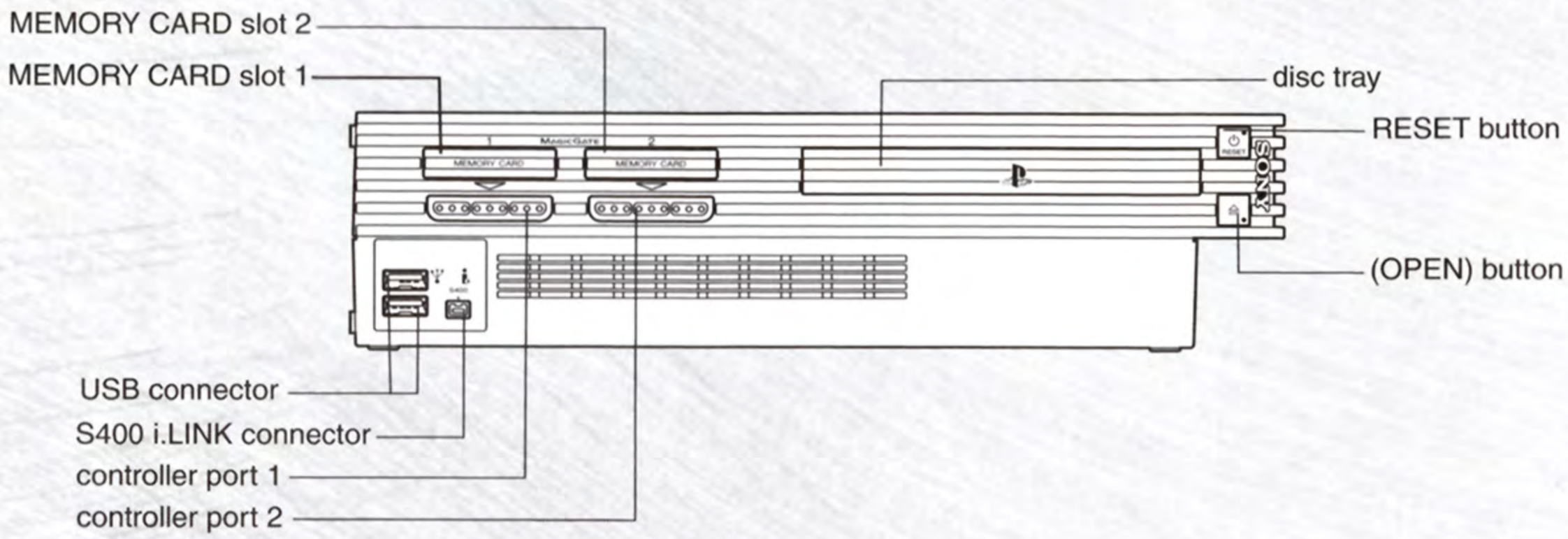
One big pow of gratitude for your purchase of SNK NEOGEO USA CONSUMER CORPORATION's **THE KING OF FIGHTERS 2000 & THE KING OF FIGHTERS 2001** for the PlayStation®2 computer entertainment system. We recommend that you carefully read through this instruction booklet before beginning the game to learn how to enjoy this game experience, and get the most bam for your buck!

GETTING STARTED



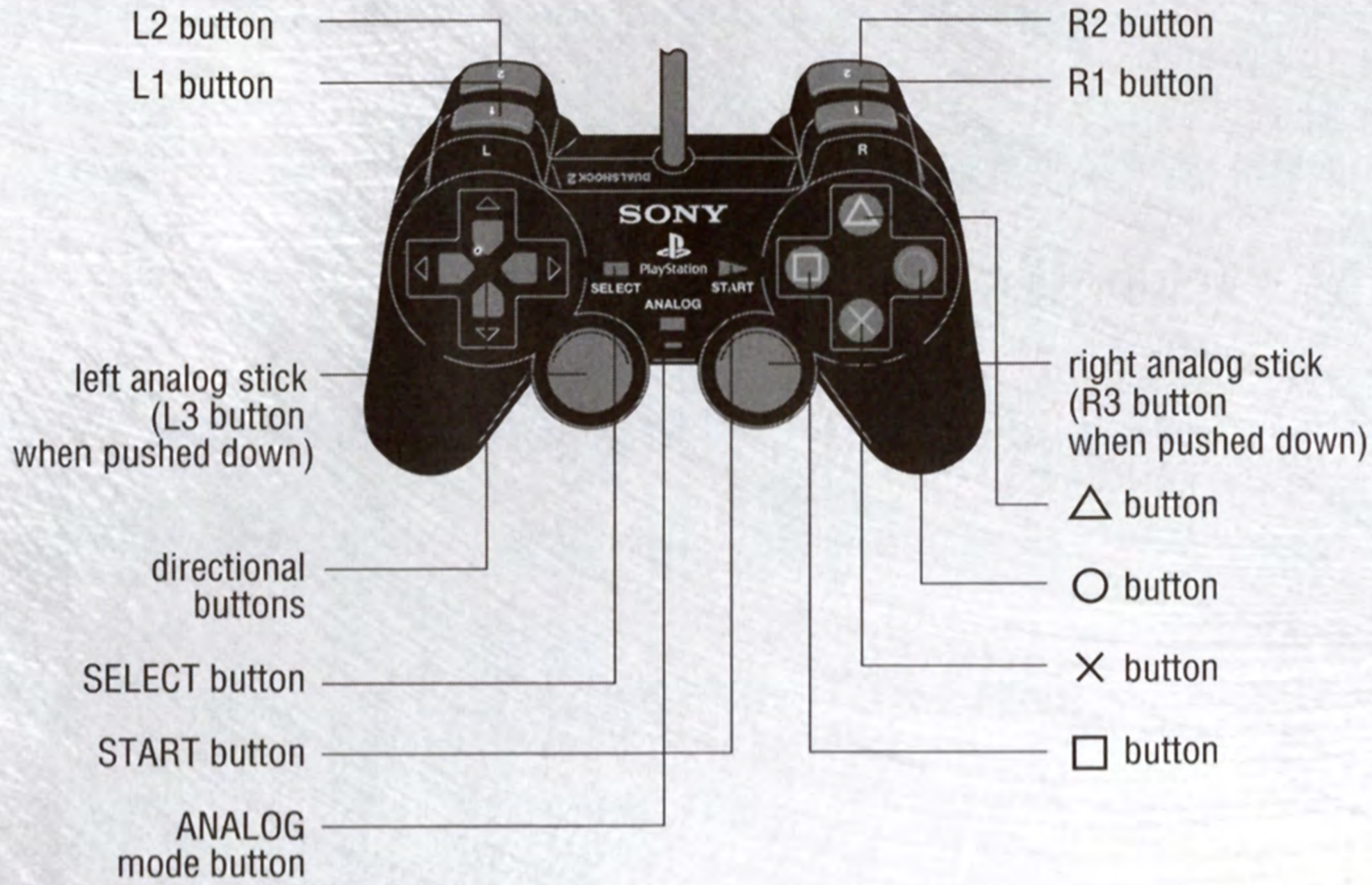
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **THE KING OF FIGHTERS 2000 & THE KING OF FIGHTERS 2001** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

- This game is designed for use with the separately sold memory card (8MB)(for PlayStation®2). Do not turn the console off or remove the memory card (8MB)(for PlayStation®2) while saving game data.

This game is for 1 to 2 players and is designed for use with the controllers and analog controllers. When playing the game, insert the controller you plan to use into controller port 1 of the PlayStation 2 system. For two-player game play, insert another controller into controller port 2.

- All commands in this manual are described for use with the DUALSHOCK®2 analog controller. Further, this game is designed for use only with the vibration function of the DUALSHOCK 2 analog controller and not with the analog mode.
- When using other controllers, all moves are the same as those of the DUALSHOCK 2 analog controller.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



ANALOG mode button	Not used
SELECT button	Not used
START button	Begins game play/Opens the Pause Menu/Allows burst-in play
▣ button	Light punch
△ button	Strong punch
⊗ button	Confirm selection/Light kick
○ button	Cancel selection/Strong kick
directional buttons	Move cursor/Move characters
left analog stick	Not used
right analog stick	Not used
L1 button	Provokes opponents
L2 button	Not used
R1 button	Summons Striker
R2 button	Not used

- To reset the game during game play, press the START and SELECT buttons simultaneously.
- The controller will vibrate regardless of the LED Display light on the DUALSHOCK 2 analog controller being on or off. The vibration function can be switched on or off using the CONTROLLER CONFIG. menu in the OPTION MODE (p. 7).
- All commands listed above describe initial settings, and the settings for each button can be altered using the CONTROLLER CONFIG. menu in the OPTION MODE (p. 7).

KOF 2000 - BEGINNING THE GAME

Selecting Modes
Press the directional button ⬆ or ⬇ to select a mode from those displayed and press the ⊗ button to confirm your selection.

TEAM PLAY
A mode for team battles against the computer. (No continue limits/burst-in play possible)

TEAM VS.
A mode for two-player team battle competitions. The Player 1 side competes against the Player 2 side.

SINGLE PLAY
A mode for single-player battles against the computer. (No continue limits/burst-in play possible)

SINGLE VS.
A mode for single-player battles against another player. The Player 1 side competes against the Player 2 side.

PRACTICE
A mode for practicing basic commands, special moves, etc. (p.6)

PARTY MODE
A mode against computer opponents with limited life energy (p.8).

MEMORY
A mode that lets you see the opening movies from previous KOF games (p.8).

OPTION
A mode that allows you to change various game settings (p.7).

Selecting Members
Select 4 characters to use when playing team battles and 2 characters to use in single battles. Select each player one at a time with the directional buttons and press the ⊗ button to confirm selections. When you match the cursor to the question mark "?" on the Member Select screen and press the ⊗ button, you can use the roulette display to select a character at random.

Selecting Teammate Order
Determine your teammates and Striker character. First, select the first character to appear with the directional buttons. Then, continue in order until you select the third character. Press the ⊗ button each time to confirm selections. The fourth player automatically becomes the Striker character, so select normal characters and the Striker character by pressing the directional button ⬅ or ➡, and press the ⊗ button to confirm (certain characters allow the selection of a "Maniac Striker"). Select the order of characters in the same way for Single Battles. You can also change the order of appearance for each match.

COMMANDS DURING GAME PLAY

BASIC COMMANDS

Move	➡ (forward) or ⬅ (backward)
Jump	↖ or ⬆ or ↗
Crouch	↙ or ⬇ or ↘
Guard	Against an attack, ⬅ (upper guard) or ↙ (lower guard)
Punch	□ (Light) or △ (Strong)
Kick	⊗ (Light) or ○ (Strong)
Striker Summons	R1 (Uses up 1 Striker Bomb)
Provocation	L1

SPECIAL COMMANDS

Forward Dash	➡ ➡ quickly (depress button after second entry)
Backstep	⬅ ⬅ quickly
Emergency Evasion	➡ or ⬅ + □ ✕ simultaneously (Guard Cancel is enabled with the use of 1 Power Gauge).
Knock Back Attack	△ ○ pressed simultaneously (Guard Cancel is enabled with the use of 1 Power Gauge).
Fallbreaker	Press the □ button and the ✕ button simultaneously before being knocked down.
Toss Escape	When caught in a normal body toss, ➡ or ⬅ + button pushed by opponent.
Super Special Move	Press the directional button and any of the □ △ ✕ ○ buttons (Uses up 1 Power Gauge).
MAX Super Special Moves	Press the directional button and press □ △ simultaneously or press the ✕ ○ buttons simultaneously (Uses up 3 Power Gauges).
Counter Mode Activation	Press the □ △ ✕ buttons simultaneously (Uses up 3 Power Gauges).
Armor Mode	Press the △ ✕ ○ buttons simultaneously (Uses up 3 Power Gauges).

POWER GAUGES

As you attack and guard during matches, the power gauge at the top of the screen will increase, and when it reaches a certain level becomes a stock. You can stock up to three gauges and when you have power gauge stocks you can use these to conduct the following kinds of attacks:

USING 1 POWER GAUGE

Enables Super Special Moves / Guard Cancel Emergency Evasions (forward and backward) / Guard Cancel Knock Back Attacks

USING 3 POWER GAUGES

Enables MAX Super Special Moves / Activates Counter Mode / Activates Armor Mode

COUNTER MODE

By pressing the □ △ ✕ buttons simultaneously with a stock of 3 Power Gauges during a battle, you can place your character in the Counter Mode for a limited amount of time. The Counter Mode temporarily strengthens the attack of your character in use by using up 3 Power Gauges and offers the following benefits:

- Allows unlimited use of Super Special Moves. (MAX Super Special Moves, however, are not possible).
- Enables you to activate Super Cancel Moves and switch from Special Moves to Super Special Moves.

ARMOR MODE

By pressing the △ ✕ ○ buttons simultaneously with a stock of 3 Power Gauges during a battle, you can place your character in Armor Mode for a limited amount of time. The Armor Mode temporarily increases the defensive power of your character with the use of 3 Power Gauges and offers the following merits:

- Enables counter attacks even when being hit by attacks.

THE KING OF FIGHTERS 2000™

ACTIVE STRIKER SYSTEM

When you have 1 or more Strike Bombs during battle, pressing the R1 button with the right timing uses up 1 Strike Bomb and allows you to summon the Striker.

THE PAUSE MENU

When you press the START button during battle, action stops and the Pause Menu appears. Press the directional button ↑ or ↓ to select an item and press the ⊗ button to confirm.

CONTINUE	Closes the Pause Menu and resumes the round.
COMMAND LIST	Displays the command list. Press the directional button ↑ or ↓ to change listings. Press the ◎ button to return to the Pause Menu.
MODE SELECT	Returns you to the Mode Select screen.

- Note that you cannot call up the Pause Menu in Party Mode (see p.8).

PRACTICE MODE

A mode that allows you to polish your skills by practicing entering commands and linking together combo moves. Use the Practice Menu screen that appears after the mode is activated to change various settings, and then get practicing. Press the directional button ↑ or ↓ to select items, → or ← to change settings, then press the ⊗ button to confirm selections.

START	Press the ⊗ button to begin practicing.
ENEMY SIDE	
STANCE	Allows you to determine the computer character's stance.
GUARD	Lets you determine how your opponent will guard against you.
ATTACK	Enables or disables your opponent's ability to attack.
L. RECOVER	Determines the condition of your opponent's Energy Gauge.
P. GAUGE	Determines the condition of your opponent's Power Gauge.
PLAYER SIDE	
COUNTER	Determines whether your character can counter when hit by attack.
LIFE	Determines the condition of your character's energy gauge.
P. GAUGE	Determines the condition of your character's Power Gauge.
PROVOCATION	Lets you change the computer character's standing position by provoking him/her.
CHARACTER	
CHANGE	Calls up the Character Select screen by pressing the ⊗ button.
EXIT	Returns you to the Mode Select screen by pressing the ⊗ button.

PAUSE MENU DURING PRACTICE MODE

You can call up the Pause Menu while practicing by pressing the START button. In addition to the three Continue, Command List and Mode Select Menus, you can select the Practice Menu, available only in this mode. When you select this mode and press the ⊗ button to confirm, you can return to the Practice Menu screen.

OPTION MODE

In Option Mode, you can change the various game settings listed below. Press the directional button ↑ or ↓ to select items, ← and → to change settings, and press the ⊗ button to confirm selections.

DIFFICULTY	Lets you set the game difficulty at 1 of 8 levels. Difficulty becomes progressively more difficult from levels 1 to 8.
CONTROLLER CONFIG.	Press the ⊗ button to call up this screen for button functions.
BATTLE CONFIG.	Press the ⊗ button to call up this screen for changing match settings.
FLASH	Switch the flashes occurring during game play on or off.
VIBRATION	Turns the vibration function on or off.
SOUND	Sets the audio output at STEREO or MONAURAL.
MUSIC	Sets the music playback during game play to ORIGINAL or ARRANGE setting.
SAVE LOAD	Press the ⊗ button to call up the SAVE & LOAD screen.
CHART	Press the ⊗ button to call up the Chart screen.
EXIT	Press the ⊗ button to return to the Mode Select screen.

CONTROLLER CONFIG.

Lets you change the functions of the controller buttons. Select items you wish to change by pressing the directional button ↑ and ↓, and then press the button you want to use for the function.
When you finish changing settings, move the cursor to EXIT and press the ⊗ button to return to the OPTIONS screen.

BATTLE CONFIG.

Lets you change settings during battle. Press the directional button ↑ and ↓ to select items, ← and → to change settings, and press the ⊗ button to confirm.

ROUND TIME	Sets game time at NORMAL or ∞ (INFINITE) setting.
POWER GAUGE	Sets the Power Gauge condition at 1 of 3 types during battle.
STRIKER	Lets you set the frequency of Striker use at 1 of 7 levels.
SINGLE POINT	Lets you change the number of victory points (1-3) for Single Battles.
DISP. CUT	Lets you switch the display of Remaining Time, Energy Gauge, and Power Gauge on or off.
EXIT	Press the ⊗ button to return to the OPTION screen.

- Note that the settings altered above are not valid in PARTY MODE (p.8).

CHARTS

You can see the records of the top 5 high scores in the TEAM PLAY mode and the SINGLE PLAY mode and the top 10 high scores in PARTY MODE. To return to the Option Mode, press the START button (or select EXIT and press the ⊗ button).

SAVE & LOAD

You can save and load OPTION settings and game clear data with a memory card (8MB)(for PlayStation®2). Press the directional button ↑ and ↓ to select an item, and press the ⊗ button to confirm.

SAVE	Saves OPTION settings and game progress data on a memory card (PS2).
LOAD	Loads OPTION settings and game clear data on a memory card (PS2).
AUTO SAVE	Lets you switch the automatic save option on or off. Press the directional button ← or → to switch this on or off.
EXIT	Press the ⊗ button to return to the OPTION mode.

Insert the memory card (8MB)(for PlayStation®2) into MEMORY SLOT 1 or MEMORY SLOT 2 before turning on the PlayStation 2 system. It is necessary to have at least 100KB or more of open memory on the memory card (8MB)(for PlayStation®2) to save data.

PARTY MODE/MEMORY/EXTRA STRIKER

A mode in which you compete to defeat as many of the successively appearing computer opponents as you can, provided a limited amount of energy. This mode is no cakewalk, but you should give it a chance to see just how good you are.

- Note that the match settings changed in BATTLE CONFIG. (p.7) of the Option Mode are not valid in Party Mode. Also, you cannot use the Pause Menu during elimination battles, even if you press the START button.

BEGINNING THE MODE

Select your character and a Striker character with the directional button and press the ⊗ button to begin the survival battle.

MATCH CONDITIONS

- Your character's life energy gradually decreases if the time display under the Player 1 Energy Gauge runs out.
- Decreased time is restored slightly by defeating 10 computer characters.
- Your character's energy recovers by landing attacks on your opponent or by defeating 10 computer characters.
- The more characters you defeat, the stronger the computer characters become.

EXTRA STRIKER

When you fulfill certain requirements in the Party Mode, certain characters receive the new Maniac Striker in addition to the Another Striker.

MEMORY MODE

This is a mode that lets you view the opening movies of previous KOF titles from KOF '94 to KOF '99. To view each title you must meet certain conditions.

For titles you can watch, press the directional button to move the cursor to the title, press the ⊗ button to confirm, and get some popcorn. While the movie is playing, you can pause and resume playback by pressing the ⊗ button, or return to the Memory screen by pressing the ◎ Button. When you want to stop this mode, select EXIT with the directional button and press the ⊗ button to return to the MODE SELECT screen.

MODES THAT ALLOW THE USE OF EXTRA STRIKERS

Four modes let you use Extra Strikers: TEAM VS. / SINGLE VS. / PRACTICE / PARTY MODE.

KOF 2001 - BEGINNING THE GAME

Selecting Modes
Select 1 of the 7 modes with the directional button and press the ⊗ button to confirm your selection.

TEAM PLAY
A mode for team battles against the computer. (There are no continue restrictions/burst-in play possible)

TEAM VS.
A mode for two-player team battles. Player 1 and Player 2 compete with each other.

SINGLE PLAY
A mode for single-character battles against the computer. (There are no continue restrictions/burst-in play possible)

SINGLE VS.
A mode for single-character battles against another player. Player 1 and Player 2 compete with each other.

PARTY MODE
A survival battle mode against computer opponents with limited life energy (p. 11).

PRACTICE
A mode for practicing character commands (p. 11).

OPTION
A mode that allows you to change various game settings (p. 12).

Selecting Characters
For both team and single battles, select 4 characters. Select each player one at a time using the directional button. To decide on the color of the Player 1 character, press the ▣ button or the ⊗ button. Press the △ or the ⊗ button for the color of Player 2. When you match the cursor to the question mark "?" and press the ⊗ button, you can select a character randomly with the "roulette" window.

Selecting Order
Now you can determine the roles of your 4 characters. Press the directional button ⬅ or ➡ to select characters and then choose their roles (team character or Striker character) by pressing ⬆ and ⬇. When you have determined each character's role, press the ⊗ button to confirm. In team battles you can determine up to 4 team characters and a maximum of 3 Striker characters. In single battles, all remaining characters become Striker characters when you select your fighter character. The order of characters can be changed for each match.

PAUSE MENU
The Pause Menu appears when you press the START button during a match. Press the directional button ⬆ and ⬇ to select an item and press the ⊗ button to confirm. Press the START button again while the menu is displayed to resume play.

CONTINUE	Closes the Pause Menu and resumes the battle.
COMMAND LIST	Displays the list of commands for your character. Press the directional button ⬆ and ⬇ to change pages, and press the ⊗ or ◎ button to return to the Pause Menu.
CONTROLLER CONFIG.	Calls up the CONTROLLER CONFIG. When finished making settings, you return to the Pause Menu.
MODE SELECT	Return to the Mode Select screen.

COMMANDS DURING GAME PLAY

LIST OF BASIC COMMANDS

Move	➡ (forward) or ⬅ (backward)
Jump	↖ or ⬆ or ↗
Crouch	↙ or ⬇ or ↘
Guard	Against an attack, ⬅ (upper guard) or ↙ (lower guard)
Punch	□ (Light) or △ (Strong)
Kick	✕ (Light) or ○ (Strong)
Striker Summons	R1 (Uses up 1 power gauge)
Provocation	L1

LIST OF SPECIAL COMMANDS

Forward Dash	➡ ➡ quickly (depress button after second entry)
Backstep	⬅ ⬅ quickly
Emergency Evasion 1	➡ or ⬅ + □ & ✕ simultaneously. (Guard Cancel is enabled with the use of power gauge)
Knock Back Attack	△ & ○ pressed simultaneously. (Guard Cancel is enabled with the use of 1 power gauge)
Toss Escape	When caught in a normal body toss, ➡ or ⬅ + button pressed by opponent.
Fallbreaker	Press □ & ✕ simultaneously before being knocked down.
Guard Breaker	Allows you to land combo attacks against an opponent in a guard position within a limited amount of time.

USING STRIKERS

Strikers are the characters who jump in to support teammates in a round. Using them is the key to winning. When you have a stock of Power Gauges, and if your team character is in a prone state, press the R1 button at any time to summon the Striker (uses up 1 power gauge).

POWER GAUGES

By using these up, you can make various attacks.

LIMITS OF POWER STOCKS

Without a Striker	Limited to 1 power stock only
With 1 Striker	Maximum of 2 power stocks
With 2 Strikers	Maximum of 3 power stocks
With 3 Strikers	Maximum of 4 power stocks

ATTACKS THAT EXPEND POWER GAUGES

1 power gauge used	Super Cancel, Striker Summons, Super Special Moves, Guard Cancel Emergency Evasions, Guard Cancel Knock Back Attacks
2 power gauges used	MAX Super Special Moves

PARTY MODE/PRACTICE MODE

In this mode you compete to defeat as many of the successively appearing computer opponents as you can, with limited life energy, in a single Power Gauge.

- Note that in Party Mode, the match settings changed in the BATTLE CONFIG. Menu (p. 12) of the Option Mode are not available. Also, the Pause Menu will not appear during elimination battles, even if you press the START button.

MATCH FORMAT

Party Mode is a single-character battle format. After the mode begins, you select 4 characters. Once you select the single fighter and 3 Strikers, the survival battle begins.

MATCH CONDITIONS

- Your character's energy level will gradually decrease if the time displayed under the Player 1 Energy Gauge runs out.
- Decreased time is restored slightly by defeating 10 computer characters.
- Your character's energy recovers by landing attacks on your opponent or by defeating 10 computer characters.
- Computer characters become progressively stronger as you defeat 5 opponents.
- When your character's energy is used up, the game ends.

PRACTICE MODE

In this mode you can practice entering commands for Special Moves, combo attacks, etc., to polish your skills. You can change various settings with the Practice Menu that appears after this mode begins, then start practicing. Select items by pressing the directional button ⬆ and ⬇, and make changes by pressing the directional button ⬅ and ➡. Then press the ⊗ button to confirm.

START	Press the ⊗ button to begin practicing.
ACTION	Determines the movements of the computer character.
ATTACK	Enables or disables your opponent's ability to attack.
COUNTER	Determines whether your character must make a counter move when hit by attack.
GAUGE	Determines the condition of your opponent's Power Gauge.
LIFE	Determines the condition of your character's Energy Gauge.
GUARD	Determines whether your opponent will guard against you.
EXIT	Returns you to the Mode Select screen by pressing the ⊗ button.

PAUSE MENU DURING PRACTICE MODE

You can call up the Pause Menu while practicing by pressing the START button. Select items by pressing the directional button ⬆ and ⬇, and press the ⊗ button to confirm. Resume play by pressing the START button again while the menu is displayed.

CONTINUE	Resumes practice.
COMMAND LIST	Displays a list of commands for your character's moves. Press the directional button ⬆ and ⬇ to change the page and press the ◎ button or the ⊗ button to return to the Pause Menu.
CONTROLLER CONFIG.	Calls up the CONTROLLER CONFIG. You return to the Pause Menu when you finish making settings.
CHARACTER CHANGE	Calls up the Character Select screen, allowing you to change your character.
STAGE SELECT	Changes the practice stage.
PRACTICE MENU	Calls up the Practice Menu to change various settings.
MODE SELECT	Returns you to the Mode Select screen.

OPTION MODE

This mode allows you to change various game settings. Press the directional button ⬆ and ⬇ to select items, ⬅ and ➡ to change settings, and then press the ⊗ button to confirm.

DIFFICULTY	Lets you set the strength of the computer character at 8 different levels. Difficulty increases in order from 1 to 8.
CONTROLLER CONFIG.	Press the ⊗ button to call up the CONTROLLER CONFIG.
BATTLE CONFIG.	Press the ⊗ button to call up the BATTLE CONFIG. Menu (see below).
FLASH	Switch the flashes during game play on or off.
SOUND	Sets the sound output to either STEREO or MONAURAL.
SAVE & LOAD	Press the ⊗ button to call up the SAVE & LOAD screen (see below).
EXIT	Press the ⊗ button to return to the Mode Select screen.

BATTLE CONFIG.	Lets you change settings concerned with matches. Press the directional button ⬆ and ⬇ to select items, and ⬅ and ➡ to change settings.
ROUND TIME	Sets the time limit at NORMAL or STOP (no time limit) settings.
POWER GAUGE	Sets the power gauge condition at NORMAL or MAX (always full).
SINGLE POINT	Lets you change the number of victory points (1-3) for Single Battles.
BACK GROUND	Lets you select types of stages. But the ARCADE item cannot be selected in PARTY MODE (p. 11) unless certain conditions are met. (These settings apply to all modes.)
ORDER SELECT	Lets you simplify or change back to the original Order Select screen.
GUEST CHARACTER	Lets you select or cancel additional characters. But this item cannot be selected for PARTY MODE (p. 11) unless certain conditions are met.
EXIT	Press the ⊗ button to return to the OPTION screen.

- Note that the settings listed above do not apply to PARTY MODE (p. 11) unless otherwise indicated.

SAVE & LOAD	Using a memory card (8MB)(for PlayStation®2), you can save and load OPTION Mode settings and game progress data. Press the directional button ⬆ and ⬇ to select an item, and press the ⊗ button to confirm.
SAVE	Saves game progress data and OPTION Mode settings on a memory card (PS2).
LOAD	Loads game progress data and OPTION Mode settings from a memory card (PS2).
AUTO SAVE	Lets you switch the automatic save option on or off.
EXIT	Press the ⊗ button to return to the OPTION screen.

- Insert the memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of the PlayStation 2 system before turning it on. To save data, it is necessary to have at least 100KB or more of open memory on the memory card (PS2).

VISIT OUR WEBSITE TO GET COMPLETE INFORMATION ABOUT KOF 00/01 MANUALS
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LIMITED WARRANTY

SNK NEOGEO warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. SNK NEOGEO is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, SNK NEOGEO agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

TO RECEIVE THIS WARRANTY SERVICE

1. Send in your Registration Card
2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game to the store at which you purchased the game. See below for instructions.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims or any nature shall be binding on or obligate SNK NEOGEO. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will SNK NEOGEO be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this software product. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void. We strongly recommend that you send your product using a traceable delivery method. SNK NEOGEO is not responsible for products not in its possession.

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